



NEVADA GAMING CONTROL BOARD

Proposed Technical Standards for Physical Skill Based Gaming

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**TECHNICAL STANDARDS FOR GAMING DEVICES
AND ON-LINE SLOT SYSTEMS**

1.010 Definitions. As used in these standards unless the context requires otherwise:

1. "Alterable media" means any form of storage device that allows the modification of the programs or data on the device during the normal operation of the gaming device. This does not include devices typically considered to be alterable but through either software or hardware means approved by the chairman, have been rendered un-alterable.

2. "Bonus or Extended Game Feature" means any gaming device play that acts as a secondary feature which is initiated by the base game our through a random selections process separate from the base game random selection process and does not have a negative effect on the return to the player

23. "Cashable credits" means the monetary units displayed on a credit meter that are redeemable for cash.

34. "Cashless Wagering Kiosk" is a device capable of accepting or generating wagering instruments and/or wagering credits or is capable of initiating electronic transfers of money to or from a wagering account or is used to facilitate other forms of cashless wagering functionality. **(Currently proposed as part of kiosk standards)**

4 5. "Chairman" means the chairman of the state gaming control board or his designee.

5 6. "Complete voucher" means a voucher which contains, at a minimum, a complete validation number and is of a quality that can be redeemed through the use of an automated reader or scanner.

6 7. "Conventional ROM Device" is a device incapable of being altered while installed in a gaming device and may contain executable programs or data that are directly addressed by a processor.

7 8. "Credit meter" means a slot machine indicator that displays the number of denominational credits or monetary value available to a patron for wagering.

8 9. "Debit instrument" means a card, code or other device with which a person may initiate an electronic funds transfer or a wagering account transfer.

9 10. "Duplicate voucher" means any reprinted complete or incomplete voucher.

40 11. "Electronic funds transfer" means a transfer of funds from an independent financial institution to a gaming device through a cashless wagering system.

44 12. "Inappropriate coin-in" is a legal coin or token of the correct denomination which has been accepted by a gaming device after the device has already accepted its maximum number of coins or when the device is in a state which normally rejects additional coins.

42 13. "Incomplete voucher" means a voucher which contains, at a minimum, the voucher validation number printed across the printed leading edge and is manually redeemable, but is not of a quality that can be redeemed through the use of an automated reader or scanner.

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13 14. "Leakage Current" is any electrical current which flows when a conductive path is provided between exposed portions of a gaming device and the environmental electrical ground when the gaming device is isolated from the normal AC power ground.

44 15. "Non-cashable credits" means the monetary units displayed on a credit meter that have no cash redemption value.

45 16. "On-line slot system" means, as used in these standards, an on-line slot metering system, a cashless wagering system, or both.

17. "Physical Skill Based Gaming" means any game or gaming related activity where an individuals physical coordination, agility, or nimbleness, or lack thereof, impacts game outcome or the amount of an award.

46 18. "Presentation error" is a condition where a complete or incomplete voucher has been printed, however, the voucher is not presented to the patron for removal.

47 19. "Print failure" is a condition following the failed attempt to print a complete or incomplete voucher.

48 20. "Promotional account" means an electronic ledger used in a cashless wagering system to record transactions involving a patron or patrons that are not otherwise recorded in a wagering account.

49 21. "Random Access Memory" (RAM) is the electronic component used for computer workspace and storage of volatile information in a gaming device. The term does not include memory which is used exclusively for bit-mapped video displays.

20 22. "Random Number Generator" is a hardware, software, or combination hardware and software device for generating number values that exhibit characteristics of randomness.

24 23. "Read Only Memory" (ROM) is the electronic component used for storage of non-volatile information in a gaming device. The term includes Programmable ROM and Erasable Programmable ROM.

22 24. "Replacement voucher" means any voucher that is printed following a failed attempt to print a complete or incomplete voucher.

23 25. "Slot machine coupon" means a printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire non-cashable credits.

24 26. "Slot machine payout receipt" means an instrument that is redeemable for cash and is either issued by a gaming device or as a result of a communication from a gaming device to associated equipment that cannot be accepted by gaming devices for wagering purposes.

25 27. "Slot machine wagering voucher" means a printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire an equivalent value of cashable credits or cash.

26 28. "System Supported Game" is a gaming device comprised of a collection of conventional gaming devices or client stations connected to a system for the purpose of downloading control programs and other software resources to the conventional gaming device or client station on an intermittent basis. The system portion as well as the client stations are installed in a single gaming establishment. The client stations connected to the system are capable of operating independently from the system once the downloading process has been completed. This configuration encompasses cases where the system

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may take control of peripheral devices or associated equipment typically considered part of a conventional gaming device such as a bill validator or a printer. In a System Supported Game, game outcome is determined by the conventional gaming devices or client stations connected to the system and not by the system itself.

~~27~~ **29.** "System Based Game" is a gaming device comprised of a server or system part and client stations that, together, form a single integrated device where the system portion of the game determines the outcomes of the individual games conducted on the client stations and the client stations cannot operate independently from the system. Both the system portion and the clients of the system based gaming device will reside in a single gaming establishment.

~~28~~ **30.** "Tilt condition" is a programmed error state for a gaming device. A tilt condition has occurred when the device detects an internal error, malfunction, or attempted cheating, and it disallows further play until the error is resolved.

29 31. "Wagering account" means an electronic ledger for a cashless wagering system patron deposit account wherein only the following types of transactions are recorded:

- (a) Deposits and withdrawals of cash or cash equivalents at a designated area of accountability;
- (b) Deposits initiated with a debit instrument;
- (c) Wagering account transfers to and from gaming devices;
- (d) Wagering account adjustments; and
- (e) Other transactions approved by the chairman.

~~30~~ **32.** "Wagering account transfer" means a transfer of funds between a cashless wagering system wagering account and a gaming device.

~~31~~ **33.** "Wagering instrument" means, as used in these standards, a representative of value, other than a chip or token, that is issued by a licensee and approved by the board for use in a cashless wagering system and includes slot machine coupons and slot machine wagering vouchers.

(Adopted 9/89. Amended; 11/20/97; 5/03; 1/1/05.)

STANDARD 1

1.090 Bonus or Extended Game Features.

1. All gaming devices which offer a bonus game or extended feature which requires player selection or interaction are prohibited from automatically making selections or initiating games or features unless the gaming device meets the requirements of (1) or (2) and explains the mechanism for auto-initiation or selection on the device glass or video display.

- a. ~~4.~~ The patron is presented with a choice and specifically acknowledges his intent to have the gaming device auto-initiate the bonus or extended play feature by means of a button press or other physical/machine interaction.
- b. ~~2.~~ The bonus or extended feature provides only one choice to the patron i.e., press button to spin wheel. In this case, the device may auto initiate the bonus or extended feature after a time out period of at least 2 minutes.

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2. Gaming device bonus games or extended features may include physical skill based components which affect the return to the player if the following conditions are met:

- a. The difference between the minimum and the maximum pay for all physical skill based outcomes or awards may not exceed a 4% contribution to the overall return to player of the gaming device.**
- b. Information explaining the physical skill based functionality must be prominently displayed on the award glass or video display. This information should include that there is a physical skill based advantage.**

STANDARD 2

No Change

STANDARD 3

No Change

STANDARD 4

No Change

STANDARD 5

No Change

(Currently proposed under separate cover)

End – Technical Standards